LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
ACT I

for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE

Introduction
After installing the CD and selecting to play, an animation begins with a rotating red brick (showing the stud side and the pipe side alternately) on a blue black background. Zooming forward (with the brick now filling 7/8ths of the screen), you read the LEGO logo type on the studs as you pass over the brick and begin your descent.

The camera zooms down as the background changes from blue black to sky blue. Planet LEGO comes into focus as the camera plummets towards it. A space shuttle passes by. The payload doors open and the astronauts wave. The zoom continues. Planet LEGO rotates as you approach and you begin to see LEGO Island. Planet LEGO starts to fill the screen with the curvature of the planet at the top of your view. LEGO Island now fills the screen. You fly over the water and skip across. Flying over a very active Island, you level off at the beach where a boat is taking off. The Captain turns and waves. The camera now at eye level, you board the boat and it takes off. Your view is now the shoreline as LEGO Island citizens (minor characters) are waving good-bye to you. On a short voyage out to sea, the Island disappears from view. Clouds form ahead. Boats pass by, dolphins leap from the water and soon a storm, a violent storm, tosses the boat about. You are tossed over board and hit the water with an intense splash followed by bubbles as you descend under water. Sharks, Sting Rays, etc. pass by and circle you as you descend to the bottom. Right in front of you, amidst the plants on the ocean floor, is a treasure chest. A skeleton pops out from behind the chest and opens it revealing gold coins. A wind tunnel forms from the chest spinning plants and fish around you . The vortex formed causes you to rise and break the surface to a flash of white light.
This introduction animation will be approximately 1 to 2 minutes in length.

You are now switched to real time play...
Your point of view bobs with the water's rhythm. In the distance on the horizon line, you can see a platform of some kind. **A small figure steps from a doorway. He is holding a bull horn and shouts:**

INFOMANIAC
"Ahoy! Over Here! Swim over here! Click and Move your mouse about!"
(A cat appears **CAT: Purrs** and walks across the platform and disappears through the elevator door)
"Steer towards a dolphin.. He'll help you."
(Paces, stops, turns, looks at audience and walks forward)
"Watch out for the white sharks! I'm afraid they are not in a very good mood today."

You now have mouse control and can and should maneuver. If you steer into a dolphin, he takes over and tows you towards the platform to safety. If you steer to the shark, he swallows you (Yum!)
and spits you out some distance off your course. A saw-toothed fish will bump you further off course and the octopus, if you steer into him, will grab you and toss you away.
Eventually, depending upon your skill, you arrive at the platform. You board via verbal instructions (clicking on the flag).

INFOMANIAC
"Hoist your way topside, mate. Just click on this flag (points) **and you're aboard. Not that you're a piece of wood; aboard the platform! It's a nautical term. (laughs) I would notice that! (chuckles) wood..That's funny too."**

SURFACE PLATFORM: FIRST TIME ENTRY

You are greeted by the **Infomaniac** . He welcomes you aboard.

INFOMANIAC
"And welcome to the Sea Challenge. Normally I would have sent a boat out for you, but you seemed to be having such a good time, why interrupt? (chuckle) **But never mind that, you're here now."**

In the background you see someone pull himself up from the water onto the platform and shake himself dry. The intruder looks and sounds suspiciously like **The Brickster.** He tiptoes by behind the Infomaniac....

THE BRICKSTER
" Shhhh. Pretend that you don't see me (chuckles) **tippy toe, tippy toe, SHHHHHHHHHH"**
He enters the elevator door and disappears.

INFOMANIAC
"What was that? Probably just a fish laughing...some Gibberfish.. Oh, where are my manners? The Infomaniac, at your service; Inventor, Sailor and Friend to all fish and people alike, here to help you explore the wonders of the Sea: *The Phanta Sea*...If you'd like to join in the fun, and I certainly hope you do, sign your name in our CAPTAIN'S LOG . (Points to book) **Hmm, actually it's a book, not a piece of wood at all. It's called that at sea, though I'm not exactly sure why we would do that."**

If the book is **not** clicked on after 5 seconds, the Infomaniac says:

INFOMANIAC
"Did I just mention that you must select the BIG BRICK BOOK now? Yes, Yes, I believe that I did. In fact, I'm sure I did. Didn't I? Yes, I did and it's over here." (Points)

When the book is selected, an animation occurs where the book rotates around and flies forward. Then a screen switch occurs to the open book layout screen. Infomaniac pops up from the book and says:

INFOMANIAC
"Ahoy thar, matey. Arrrrrrrr. Avast ye (coughs and laughs) **just kidding. Sometimes I like to pretend I'm a pirate. ARRRRRR. Can be hard on the old pipes though. ARRR and it does get a bit annoying .. Anyway, here's what you do: click on the letters to your name and when you're done click on the check mark and LET THE CHALLENGE BEGIN... I'll wait for you here on deck. I'll be enjoying this brilliant bracing ocean breeze.** (Sniffs) **Ahhh, salty!"** (He disappears)

When the book closes, The Infomaniac, who is now standing on the deck in the same position before the book opened says:

INFOMANIAC
"Now that you're officially signed in, allow me to officially welcome you Ahem, WELCOME Officially to: THE LEGO SEA CHALLENGE.. But first...(Takes hat off and a spinning globe appears. He continues to speak)
"Did you know that over 2/3rds of this funny planet is covered by water and that isn't even the half of it! Below us there's even more than meets the eye." (Globe morphs or unravels into a map.)
"There's a whole world under the sea! And if you're game...oh, a bit of a joke there, 'if you're game.' This is a game! (chuckles)
Where was I? Oh, right, I'm here, but you probably want to be down there, so what you need to do is select the elevator switch. (Walks over and points to it.) **That'll open the door.** ***Duh*****.. Then you can select the button that will take you down to our building chamber. It will also take you back up here when you want to visit me again but you'll figure all of this it out. Just click on me and I'll tell you more. Otherwise, take the elevator down to my friend, and soon to be yours,** ***Captain Bill Ding*****. See you later! Sea you later.** (chuckles) **I crack myself up."**

The Infomaniac stands now in his wait cycle. If you click the elevator door, the door opens. There are 3 buttons:
One for the Build GUI, the second for returning to the deck and the third for exiting the program.
When the switch is selected, the Infomaniac walks over to these buttons and explains:

INFOMANIAC
"Ah, good choice. Actually, it's your only choice. Anyway (a-hem) The first button on the bottom, when selected, will take you directly to The Building Chamber, faster than a flying fish in a frying pan. The next button in the middle there, will bring you right back here, in case you miss me or want some more information which, by the way, I love to do. The third button is for when you have to leave the Sea for a while, say, to clean your room or feed the dog or something. Anyway, those are your choices. See you later (chuckles) Sea you later. I do like that one... sea...see (chuckles)."

The Infomaniac then walks back to a spot predetermined by good composition. This spot will be his wait spot. It will be his starting position and ending position for his "click" responses.
If you click on the Infomaniac, he has (in sequential order) the following responses. (The start position and the end position to each 'click' response must be the same position. The animation will end in a neutral position and will also
begin in the neutral position. He certainly can, and hopefully will, move about during the animation sequence, but he must return to the start position.)

1st CLICK
"(Laughs) **HEY! That tickles!** (Laughs) **Ahem. O.K.., let's see. Click the book to sign in. You know that one. And the elevator door's over here. What else? Aha! The next time you come here, you can just click on whatever you want and not wait for me, but I'll always be around to talk if you want. I like to talk. Have I told you that before? I will if I haven't already."**

2nd CLICK
"(Laughs) **HEY! That still tickles!** (laughs) **There's so much to do down there, that it's difficult even for me to keep track of it all, because it's changing all the time! The Kelp Forest, for instance. It's a FOREST! and it's UNDERWATER! You can't see it from here or when you're on the beach, of course, but down there is a magical forest full of wonders. Did you know that they make ice cream with kelp? And now all this talk is getting me hungry."**

3rd CLICK
" Oh- you should know, there is one fantastic, plastic race waiting for you down there. If I wasn't here, I'd be down there faster than a sword fish. In fact, I will later on. You'll see this flag (race flag pops up and out) **that tells you where to start. Click on it to race some pretty amazing mazes. You'll see."**

4th CLICK
" The Science Center is where there are all kinds of, well, science to discover. It's easy to find. There's a current that'll take you right there. It's right over...here (hat comes off and map comes out. The Infomaniac struggles to unfold it but to no avail.) **O.K., I'll show you as soon as I can straighten this out here and, ooof ... well... you'll find it, I'm sure. It's below the water someplace. Just Look for this flag."** (Flag pops on/off)

5th CLICK
"Sometimes, if you click on a fish or a friend, you can change their color or what they're doing. There's something else, I can't remember what it is right now, but you'll see. Oh! I remember! It's the sound, the sound changes... and... something else... they dance! No, That can't be right. Fish can't dance, or can they? Hmmm."

6th CLICK
"There are many, many fish and mammal buddies down there for you to meet. Like the dolphin and the shark. (Sharks appears and disappears) **No, no, don't worry. Sharks are pretty cool. There's only a couple that are truly dangerous like the Great White or the Tiger shark. There are so many fish, some we don't even know about! Oh, and speaking of life beneath the sea did you know that the larger the mammal the smaller the food is it eats. Bizarre!"**

7th CLICK
" Oh! here's something you might enjoy. I'm rather proud of it, though it may not work all the time. It's still in beta, I'm working out the bugs. I've invented a fish translator. (Takes off hat and fish pops out smiles and disappears.) **You simply point it at a fish and it translates what the fish are saying. Well, that's what its supposed to do, when it works, that is. There will be one on your vehicle dash. It 's not done yet but you can still use it."**

8th CLICK
" I just found out from Dr. Gil Philter at the Science Center's secret lab that there are about 20,000 species of fish we know about in the ocean. There's oodles more to be discovered and they don't even have names yet! Find one of those fish and I'll name it after you!"

9th CLICK
"(Laugh) **That really does tickle, by the way. Allow me to give you a word, several words actually, of caution. It can be dangerous down there! Be careful! There are plenty of people, creatures and things to help you out of a jam, but there are also many things that can get you into one. Be careful what you touch."**

10th CLICK
"I almost forgot! Have you selected this wheel over here yet? (points) **It operates the shark cage. You may need it later. What I really wanted to tell you though, hmmm, what was it that I wanted to tell you? I think it was : when you build your vehicle, be sure to...no, that wasn't it. Oh, well..I'll remember later, I'm sure. Good luck! Have fun.! I'm going to go have some ice cream."**

If (while in the elevator) you select the EXIT THE PROGRAM BUTTON, The Infomaniac walks over and says:

THE INFOMANIAC:
"Oh, leaving already? If you said 'Yes' then select the Green Brick (Removes hat and a green and red brick come spinning out: these are selectable hotspots) **If 'NO' then select the Red Brick. Hmmmm, that sounds familiar...Traffic lights maybe?"**

If the green brick is selected:
"Would you like to save your game? I would, so select the Green Brick. If you don't wish to save and sometimes I don't either, then select the Red Brick. Oh, I see! Green means yes and red means no. Yes, yes-Like a traffic light (laughs) very good"

If the red brick is selected, the elevator door closes and the Infomaniac says:
"That was a close call. I thought you were going to leave us. Welcome back!"
After lines are delivered, the Infomaniac returns to start position of the click animations.

While in the elevator, if you select the RETURN to the SURFACE Platform button, you will return and the Infomaniac will say:

THE INFOMANIAC:
"Hello again and welcome back! Miss me? I missed you. If you want to register again and start another game, click on the book....Duh, like you didn't know that.. If you want me to give you more brilliant bits of helpful information , click on me. Otherwise, choose an elevator button."
After lines are delivered, the Infomaniac returns to start position of the click animations.
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If (while in the elevator) you select the Build GUI button, first the Infomaniac says:

THE INFOMANIAC:
"Captain Bill Ding awaits your arrival. Once inside: click on a vehicle button once to find out about it. Click and drag the button down to the tank and you're ready to build, but the Captain can explain it better then me. That's what he does, after all."
Screen switch to THE BUILD GUI: 4 screens.

HOT SPOT ANIMATIONS: User clicks on the wheel

(sequential animation per click.)

1) Wheel turns, shark cage swings over to deck, cage door opens and out steps the Flying LEGOndos as divers (4 characters: one with an "L" on his chest, another with an "E", a "G" an "O") they hop on each others shoulders and spell
EGOL.. pause...heads turn left and right...deconstruct and reassemble to spell LEGO.
All characters shout and grunt:
Hey! Ho! Hup! Ooof! Yay!
They hop back in cage and cage swings back off screen.

2) Wheel turns, shark cage swings over to deck. Cage door opens and out pops the Brickster. He says:
BRICKSTER:
Hey, thanks kid. I don't know how I got in there!
Door closes and cage swings over and off screen. The Brickster runs to the opposite end of the screen (off screen) you hear a splash!

THE SURFACE PLATFORM: SUBSEQUENT ARRIVALS

Navigation and real time is the same each time. Once you select flag to board platform you are, once again, greeted by the **Infomaniac** .

THE INFOMANIAC:
"Welcome, welcome. So nice to see you again. Make yourself at home and SIGN IN PLEASE. Feel free to interrupt me at anytime by clicking on the things you want to know about, otherwise I'll just go on and on and on. You know me."
Animation then returns to the Brickster's entrance and continues the same as the first time arrival No new animation. The user can by-pass these by clicking on things (book, hotspots, elevator).

THE REGISTRATION BOOK: SELECTING THE CAPTAINS LOG AGAIN

When selected, the book will animate spinning forward and then cut to an almost full screen 2D GUI. Letters to the alphabet on the left side and when selected will pop up in position on the right side of the book. When the screen first appears, the Infomaniac pops up in front of the book and says:

THE INFOMANIAC:
" AAAARG...O.k..o.k. I'll Stop with the pirate thing...Anyway, I don't know how that happened again but here I am. And now here's what you should do, if you want to begin having fun again. Remember how to start a new game? Click the letters in your name and then click the check mark when you're done. If you want to call up a previously saved name, that's easy too. Now if I could only remember how to do that. Oh, yes! I remember. Just click on the check mark of a saved game that you want to open . Anytime you want to, you can come back and either choose that check mark for the game you want to play or start a new one by selecting the letters in your name. All this talk has worn me out. I'm going back to look at the sea. See you later! (disappears)
Animation returns the book and the Infomanaic is standing in his wait cycle (for clicking monologues)

When you are "forced" to return to the platform from down below:
(e.g. Loss of power, hit by a stun gun urchin, overcome by obstacles, sharks, and other sea variables.) The screen goes blank: switch to surface platform with camera view looking straight up. The Infomaniac appears looking over you and says:
INFOMANIAC (start and end in click animation position)**:**
Oh, thank goodness! That was a close one. You should be fine now after your rest. Here we go (Reaches down and pulls you [camera] up to the regular eye level position)**. You can start a new game or just go down below again. Of course, you can stay here and talk with me all day but that probably isn't as much fun. Good luck!"**

END OF PLATFORM SCRIPT FOR LEGO SEA CHALLENGE

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CHARACTERS / VOICES NEEDED:

INFOMANIAC: major: approx. 25 animations.....PATRICK HAGAN
BRICKSTER: minor: 2 lines.....DAVID LANDER
CAT: minor (PURR) .....SFX
FLYING LEGONDOS: minor: "heys and hos".....misc.
PEPPER: minor: 1 line.....JOHN MORRIS

THE BUILD GUI

SCRIPT / FINAL FIRST DRAFT

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FIRST TIME ENTRANCE After clicking on the BUILD GUI icon in the elevator: A screen switch occurs accompanied by an underwater bubble. SFX: a boson's whistle and Captain Bill Ding greets you:

BILL DING:
"Well, shiver me timbers. No, I'm sorry, I should have said 'Well, Bounce my Bricks'. No timbers here just big, bright, glorious bricks for building and... Hey! That's me...Bill Ding. CAPTAIN Bill Ding, here to tell you that, if you click on one of those buttons up there(points) **with the picture of a vehicle on it, you'll see a movie of the vehicle in action. If you click and drag the button and release it in the tank** (points) **you can start to build So, click on one once to see a flick, click and drag to get the bricks. One click for flick, click and drag for bricks. If you need me I'll be back again. But I've got to go feed the fish now. Watch the movie first. It'll help you decide what you want to build first."** (Walks off screen.)

If the user clicks three times to no avail, or if the user doesn't click at all after 5 seconds, Bill Ding returns and says:

.BILL DING:
"If you'd like to see a movie about the vehicles you can build, click once on the picture up there. (points) **When you're ready to build one of them, click on it and drag to the tank right below it. I'll see you later, I really have to feed the fish now."** (Walks off the screen.)

If the user clicks on the vehicle movie, a screen comes down and the movies begin (see **Vehicle Bio** next page):

VEHICLE BIOS
When the icon of vehicle is selected once, you view the movie of vehicle selected:

VEHICLE BIO 1 :
When the vehicle P.P.U.: Personal Propulsion Unit icon is clicked on, a movie of the unit in full action underwater is seen.

ANIMATION	DIALOGUE
Soft focus with classical string music opening. A school of tiny fish swim by. Camera zooms in a bit and the last fish turns winks and smiles. The fish is "very cute". The cute one is immediately swallowed by a bigger fish...	**Radio Guy (voice over only):** "Aaah...such poetry , such beauty, such grace, such ... **HORROR!**
Immediately a bigger fish gobbles up that one the remaining fish all scatter at the sound of an approaching vehicle. From +Z comes the Infomaniac driving the PPU towards you, the viewer, and he speaks. 2 sharks enter the frame..	**Infomaniac (animated):** "And what better way to survive it than in the comfort of your very own personal propulsion unit...or P.P.U. for short. Quite astounding! And you know what the best thing is about the PPU ? well, I'll tell you...
... One shark from the left and another from the right come barreling in towards the Infomaniac. He pulls upwards and the two sharks bump heads. The PPU with the Infomaniac driving swings around to where he is now with his back facing you and you are looking over his shoulder at the dash board. We drive forward, turning corners around kelp and rocks. The Radio Guy gives the tag over voice as we drive along.	*...maneuverability!*" **Radio Guy (V.O.only):** " Fast, economical and the right choice for the explorer *on the go*...The P.P.U.! See your local building chamber for details."

VEHICLE BIO 2 :
When the vehicle with the claw icon is clicked on, a movie of the unit in full action underwater is seen.

ANIMATION	DIALOGUE
Dark background. The music builds slowly to a crescendo as our vehicle travels overhead, a la Star Wars.	music...
The camera slowly circles the craft until we see the Infomaniac waving at us in the cockpit. The camera pulls back until we **see the Radio Guy** (voice over) who has been speaking during this animation.	**RADIO GUY:** Introducing the ultimate vehicle for underwater travel. More power, more room and more features than anything that moves beneath the Phanta Sea. The luxury dash includes: compass, cargo release button, power, temperature, pressure, current gauge and the fish translator. But wait, there's more. On board satellite tracking provides a map of the ocean floor. Asking directions are a thing of the past. There are no right or wrong turns, only right or left. But wait! there's more..What if I told you that you that this vehicle also has a camera. Well, it does. Yes...
The **Infomaniac** then pulls forward and with the claws picks up the narrator by his leg and turns him upside down. Still holding on to him, the claws shake his parts apart: first his head, arms then torso. The narrator is still talking as we fade out...	Experience the incomparable power of the claw arms. The articulated arms allow you to pick up anything without the bother of donning diving gear. The utmost in convenience. Why not build one for yourself, and test drive the Claw Voyager, today.

VEHICLE BIO 3 :
When the vehicle mini-sub is clicked on, a movie of the unit in full action underwater is seen.

ANIMATION	DIALOGUE
A shark swimming...	**RADIO GUY(voice over only):** Style, speed and power...sure, but can it carry a camera, or a map, or a compass or a brick, or a slurp gun or a stun gun...without eating it? NO WAY!
Shark morphs into the mini-sub...	Introducing the trippy new Mini-Sub Cruiser. So cool its hot!
Mini cruiser slurps plant from the ground via the slurp gun and turns around and comes straight at you (the viewer) The Infomaniac behind the dash waves and passes under your POV.	This maximum machine is fully loaded with slurp gun, map, compass and state of the art options. The Mini-Sub Cruiser fuses functionality with stylin', speed and power. You gotta go there big time? Go Mini!

Once you, the user, click and drag the vehicle icon of your choice, the build GUI is activated. The bricks to the vehicle selected are now in the display window and the monitor displays the animated build.
Bill Ding appears. Walking in from screen right he stops, turns and speaks:

BILL DING:
"Man, were those fish hungry! (Bill is missing his arm. He laughs and produces his other arm and puts it back on.) **Just kidding** (laughs) **Are you ready to build? Here's what you do. Click this over here to view your pieces** (Points left) **Over here you can change the colors and the decals.** (Points right)**. Match the piece you need and click, drag and release your brick to the floor. By clicking on this anchor, you can rotate your vehicle around .** (Points) **Change the colors? You betcha!** (Points) **And decals? A snap!**(Points) **Now what else? Oh yeah, when you're done building and ready to go, click on this triangle sign.**
Anyway I'm sure you can figure it out better than me. If you miss me, I'll be over here. (Walks to the right screen/screen #2) **So if you need help, click on me and I'll tell you more stuff. If not...Go for it!"** (Walks away to the right [screen #2] and waves.)

When the triangle (building complete sign) is selected and the vehicle is complete, the voice over only of **Bill Ding** says:
"Very cool and here you go!"
Pre-rendered animation of sploosh down a shaft and out into the water is triggered (Bubbles, and fish scatter.)

When the triangle is selected and building is **not** complete, over voice only of Bill Ding says:
" Well, I wouldn't recommend going below the sea in a craft that isn't quite finished yet. You really should finish building it first."

If the triangle is selected again and building is **not** selected the over voice only of Bill Ding says:
" Well, It's not done but ah-what the hey...give it shot. It's your call... live and learn."
Animation of sploosh is triggered followed by revival animation on surface platform.

Screen two: The Observation Bubble and Fish Feeding station. Bill is seen outside in diver gear and he is floating about. He stops, turns, and looks at you. (This is the start and end position of all Bill Ding animations in screen two).

BILL DING:
"Hi! How's it going? What? Huh? Oh! That's right. I can't hear you out here. Click on the speaker up there if you want me to tell you stuff."

The speaker, once clicked on, will trigger monologues from Bill Ding (In the same manner as the Infomaniac's "clickable" monologues"). Each time you click on the speaker, he speaks.

Click 1:
"There you go... By the way, this is the Fish Feeding station in front of you. If you click on it..well, you'll feed the fish. and...that's why... we call it... the Fish Feeding Station. D*uh.*"

If the Fish Feeding station is clicked on, Bill Ding swims away and one of three sequential gags occur.
(See Fish Feeding Station below.)

Click 2:
"You know, if you want to just swim around like me, and who wouldn't, look for a pair of flippers hanging on a wall someplace and just click on 'em. We'll outfit you with a mask, a tank, a snorkel and there you go! A complete fashion statement! Anyway, they're around. You'll find em."

Click 3:
"I'm sure you've checked out the vehicle flicks already. If not, they're over there (Points left)**. Click the button of the vehicle of your choice once or, if you're ready to build, click and drag the button down below. But I think I've already said that. If you're having trouble building, all you do is click and drag the brick that matches the wire frame piece below and release it in position until you've built your underwater sea craft. Remember you**
can rotate it around for a better look-see. When you're done, select the triangle sign and say howdy to the ocean!"

Click 4:
"Once you're outside and you want to come back., just look for this flag and, (Pulls flag out of nowhere and holds it up.) **click on it. You'll be back in the elevator. You can come back to the build chamber anytime and build a new craft. I'll see you again** (waves)**."**

Fish Feeding Station Clicks
If the Fish Feeding Station is clicked on, Bill ding swims away and one of three sequential gags occur.

1) A spray of little bits (triangles) appear and a feeding frenzy of little fish occurs.
2) A couple of the little fish are ejected and two sharks swim in for a feeding frenzy.
3) Pizzas are fired out and two divers appear and a feeding frenzy occurs.

Screen 3:
The Elevator door, when selected, the open door reveals the buttons to choose. (like the Platform, Exit program and Build chamber [where you are now]). See Platform/Elevator for specifics

HOTSPOTS:
Flipper on wall: When selected the flipper will trigger an animation of mask, tank, and flippers coming towards you. Switch to mask screen. This animation will occur every place and every time you click on the flipper.
O.V. (Infomaniac): What a snappy looking diver you make! You look almost as good looking as me! (laughs) **Hey, wait a minute. That wasn't suppose to be funny.. See you later!**
Animation (pre-rendered) of sploosh into water is viewed. You end up randomly near the elevator, outside in the ocean.

Speaker Above Elevator: When selected, will trigger animation of Bill Ding swimming in the air
he looks at you, then he looks down, then falls. As he stands up, he says:
BILL DING:
Yeah, I didn't think that was going to work either. Anyway this is the elevator door. Just select it if you want to leave. Whatever you want to do, you can always come back."
Bill then jumps up in the air and swims off screen.

Screen 4:
Observation Bubble/**Fish Feeding Station**. If Fish Feeder is selected, it will trigger animations described previously (See Fish Feeding Station).
If the **Speaker** above the Observation Bubble is selected, animation of Bill Ding swimming in is triggered. He does some acrobatics, stops, and swims off screen (2 variations of this.)

SUBSEQUENT ENTRANCES:
After clicking on the BUILD GUI icon in the elevator:
A screen switch occurs accompanied by an underwater bubble SFX, a boson's whistle sounds, and Captain Bill Ding greets you:

BILL DING:
"Well, Bounce my Bricks! If it isn't my old friend! Come on in and help yourself. Anytime you want just click on stuff and I'll stop gabbing. In the meantime, I'll be feeding the fish over there. (Walks off screen right)**".**
Monologues from first time entry occur again but can be interrupted at anytime by clicking on hotspots, etc.

END OF BUILD GUI CHAMBER SCRIPT
FOR
LEGO SEA CHALLENGE
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CHARACTERS / VOICES NEEDED:

INFOMANIAC: vehicle bios and flipper hotspot.....PATRICK HAGAN
BILL DING Major .....TERRY McGOVERN
RADIO GUY: Vehicle bios.....TERRY MCGOVERN

As soon as you are splooshed out of the build GUI.
FOREGROUND ANIMATIONS AT THE EXTERIOR of the EXIT/ENTRANCE TO THE ELEVATOR are triggered.
one of four sequential animations occur:
1) Several small fish flock to your window or diving mask, and appear to be kissing or biting your window. They suddenly scatter.

2) Plastic Pete appears in his Mini-Sub racer and says:
"When you're game for a game and you're ready... steady... GO! I'll meet you at the race track. Click on this flag, if you can find it." (Holds up flag and it disappears. He turns away, takes off, and disappears.)

3) John and Lucille Sudak (Divers) swim up to you and wave and excitedly say:
JOHN:
Hi! You know what's really cool. We just saw a...(Interrupted by Lucille)
LUCILLE:
Hurry John, I think it's back. Let's go! They take off real quick and disappear. Lucille turns around at halfway point and says:
Be careful out there. We'll see you later!

4) An octopus appears and wraps its tentacles around your vehicle (or mask). Releases and disappears.

After splooshing out and 1 of the above foreground animations occur: A VOICE OVER (INFOMANIAC)
speaks and describes how to maneuver :

V.O. ONLY / INFOMANIAC (for all vehicles) :
" (SFX: with crackle and static) **Is this thing on? Hello? Hello? Well, if you can hear me, welcome to your vehicle and here's how it works. Click and move your mouse forward and you'll go forward. If you move the cursor towards the top of the screen ...VROOOOM! Move it back down and...you 'll...slow...down.**
Turn the mouse left and you're turning left. That's right! No left! Ah, over and out. No, wait! to go up...use the right button and drag away from you and to go down use the right button and drag towards you. You got it now. "

Following one of the animations above and after the above V.O. from the Infomaniac occurs, the following animation takes place:
The Infomaniac, as a diver, swims up to you and a facsimile dash board floats over to him. He says:
1) INFOMANIAC :
"I just remembered that you might need a brief explanation of what all this..this stuff is. I call em Doohickey Brickeys but everyone thinks that's a dumb name anyway, If you already know what they are than you probably know more than me, because I'm not too sure myself. But if you click on this button (Points and the button glows) **you'll bring up a map.** (Map comes up) **That may help you find your way around with your compass, of course** (wiggles) **and** (beep sound) **Oops, my power supply is running low. I better go, but before I do,** (Points and button glows) **I should point out that this is your power supply. If it's green, you're cool. Yellow, be careful. And RED: DANGER! Then it's time to power up again at the Science Center. Which is what I better go do right now. If you ever need to: just find and select the flag that looks like this and everything's O.K.**
Oh, I just remembered: If you want to find out more about these buttons then click on the dash board button of your choice with the right button on your mouse. (Button beeps and turns red.) **I'm off!"** (Takes off rapidly and disappears. The facsimile dash floats away and disappears.)

After approximately a couple of seconds (regardless of location) the following animation should occur:

2) INFOMANIAC (swims up to you)
One more thing if you ever want or need to exit your vehicle, there's two ways to do this. Either select the entrance door to a building or click on the flippers here, to put on your diving gear and you'll be swimming like a fish in no time! Oh, I gotta go. I'm getting a haddock from all this yabbering but If I remember anything else, I'll let you know. Next time by radio perhaps." CB radio speaker wiggles. He swims away and the facsimile dash board floats away.

END of Foreground Animations
at the Entrance to the Sea
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE

FOREGROUND ANIMATIONS ACT I
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE

HABITAT FOREGROUND ANIMATIONS/ ACT I

KELP FOREST:

1) A little fish appears and it is eaten by a bigger fish and then once more by a bigger fish. Finally, another fish, the last fish, then the white shark. After eating the last fish, the shark turns and opens his mouth and swims towards you and over your head (disappears) followed by a little fish who winks at you .

2) A cluster of Swaying GIANT KELP is in the middle of your view. A saw fish (light grey) heads towards the middle from screen right. A white shark heads towards the middle from screen left. When they meet behind the kelp, they disappear. A loud cartoon **"Bump"** SFX is heard and from the left side of the kelp emerges a sawfish body with the white shark head and from the right side of the kelp comes a white shark body with a saw fish head. The idea being they bumped into each other and heads were exchanged.

3) The same scenario as #2). This time a diver driving a PPU approaches from one side and a shark approaches from the opposite side. A crash (cartoon SFX) and the shark comes out the other side driving the PPU. The shark is headless (jawless). The jaw is being driven by the diver who emerges from the other side.

4) Traveling around a kelp patch in a circle (clockwise) is a diver (John Sudak) followed by a shark. They complete two circles and then John turns around and starts to go in the other direction (counter clockwise)...towards the shark. When he sees the shark.**John the diver yelps!** and deconstructs all his pieces in fear. The **shark does like-wise :"yikes!"** (and deconstructs) immediately following John's "yikes". Pieces come back into place and they both take off rapidly (real fast) in opposite directions.

5) Pepper comes racing around the corner on his PPU. He's doing handstands, flips and Gymnastic moves on his PPU handle. He is followed by a dolphin who mimics his moves. They stop in front of you for a couple of seconds or so and perform.
Pepper: Yipee! Am I the coolest Diver Dude around or what? well, o.k. next to you, sure but check this out (spins around and faces you and speeds off over your head followed by the dolphin). He comes back real fast and (Pepper) says: **"Hey! I almost forgot! If you Honk your horn ... a fish buddy shows up that you can pal around with "** (if your horn is honked: see ***If Horn Is Honked*** section to follow)

SANDY FLOOR:

1) Mama (as a diver) is seen conducting a mini-band of fish: Sword fish playing upright bass, octopus playing brass with some tentacles and a base drum with another and a triangle with the
remaining. Mama turns to us and says: "**I just love to listen to music down here..It travels 5 times faster in the sea than it does in the air!"** (taps her baton) **o.k, here we go: 1, 2 and a 3**
(music picks up tempo real fast).

2) A sting ray swims by and dives into the sand (disappears). When he hits the sand up springs a couple of little fish that are immediately gobbled up by a shark that comes into the scene. The shark dives into the sand (disappears). When he hits the sand up pops a diver... the diver swims then dives into the sand (disappears) and up pops the sting ray... scene loops until it disappears on Z.

3) Pepper , as a diver, is tossing a ball in the air..It drifts and he catches it. He does this twice and **Nick** pulls up on his PPU.
NICK: Hiya , kid. what up?
PEPPER: Hi Nick!, Officer Brick. I kind of wanted to play ball down here. Do you know if they have baseball teams under here?
NICK: Sure there is. I've heard there's 20, 000 leagues under the sea.

4) Papa Brickolini appears (as a diver) and begins searching amongst the plants. A school of anchovies (tiny little triangles) are behind him hovering about. Papa is facing away from them and looking below. He says: **Here fishy, fishy. Come to Papa.** He looks up turns around and faces where the fish are and they disappear. They reappear as a group on the other side of Papa. He turns towards them again and they disappear-reappearing on the other side of him.

REEFS:

1) Papa (as a diver) has a tiny school of fish behind him at all times. Papa is looking around plants and rocks. He says:
Here fishy, fishy...(he looks up) **Oh hello, I didn't see you. I'm busy looking for thee perfect anchovy for my pizzas and I know they're here.** (goes back to looking) **They're here alright. Oh, They better be here.Hey!, whats this?** (grabs a tentacle that appears to be a plant and pulls..turns out to be an octopus.) **Oh, scuse me** (papa takes off. Octopus squirts ink/screen turns black for .5 seconds)

2) Nick and Laura appear (driving their PPU's) Nick holds up a soda can in one hand Laura holds up a tire in hers.
Nick says:
"Does this look familiar? If you said: "a soda can" then you win. Look: even though at below 5, 000 feet it's colder than a well digger's refrigerator, this is no place to stash your refreshments. I'm finding these all over the place, pal and if you ...(is interrupted by Laura)

Laura says:
" Now , Nicky...don't jump to conclusions now. Our friend here doesn't look like a litter bug ... It was probably the... (Nick Interrupts Laura)
NICK: "oh-oh, Nick...You could be right...let's go find him... (they speed off and disappear).
LAURA: (as they take off, turns and says:) " **If you find any trash..pick it up..bring it to the recycling center at the Science Center.**

3) At the building ruin site, a shark chases a fish from left to right and into a door way. Immediately, the shark comes racing back out, followed by the fish from the first chase, followed by a skeleton swimming after them. They speed off and disappear. **Nick** shows up and looks at a wall that is covered with star fish. He clicks on some star fish and changes their colors. He writes out L. E .G. O. (like a lite brite) He turns and says: **Check it out...cool or what? Come on, try it...** (click and colors to starfish change)

4) A school of tiny fish stop on a Coral bed and change color to match coral (they disappear)

5) A cone snail fires a harpoon and stuns a fish . the fish floats belly up and disappears into fog

DEEP CAVERNS:

1) Below: In a tunnel lit by a hanging lantern, an octopus is playing "cards" with a diver. The octopus is shuffling the cards from tentacle to tentacle. The **Diver (Ray Manta)** turns to you and says: "Hey, **Don't laugh, he's beaten me four times already ."**(cards dealt, he turns back to the octopus and says) **O.K., Go fish.** The octopus is holding a hand of cards in each tentacle.

2) On the surface: a series of tunnels are seen up ahead. (4 of them)...An octopus exits one tunnel (tunnel 1) and enters another (tunnel 3) just as another octopus exits a tunnel (tunnel 4) and enters tunnel 2. This is looped. One octopus is black, the other grey.

3) In a darkened tunnel below approaches two head lights accompanied by a loud rumbling sound. The lights get bigger as it approaches faster and faster. When they become visible they are the antennae of a tiny little lantern fish. It swims past and disappears.

4) Marine snow (little white triangles) attract a feeding frenzy of all kinds of "unknown fish."

5) Same scenario as #2. This time it is below the surface... add a claw vehicle and a lantern fish to the mix.

OPEN SEA:

1) A dolphin ballet, of sorts, is in progress. 4 dolphins leapfrogging and rolling over one another.

2) Same scene as #1 but a diver (Lucille Sudak) joins in.the ballet.

3) At the Shipwreck (old ship) a sword fight between a saw fish and a skeleton is taking place

4) A sea craft approaches as a couple of dolphins head towards it. They, the dolphins, are traveling real fast. So fast, in fact, that the craft spins around in a couple circles as they pass. The craft departs on a wobbly course and disappears.

5) A school of fish face a slightly bigger fish that has a graduation hat on (mortar board). He holds up a sign (like a flash card) that has a red circle with a diagonal line in it (the universal no sign). Inside is a picture of a worm on a hook. The fish holds it up and shakes his head NO. The school shakes it's collective heads NO. They all swim away real fast.

ACT I: IF HORN IS HONKED: SFX: honk! and You summon an aquatic buddy...
Depending upon the habitat that you are in; a dolphin, a shark, a saw fish, an octopus, a sting ray, a small fish, an unknown fish, or a even a"Red Herring", will swim up to you and perform a three second to 5 second "dance" (allowing you to use your fish translator) The fish (or mammal) will take off for you to follow or ignore.
There are several sequential appearances for each habitat.

KELP:
1) A **dolphin** will appear and flip about turn and take off on a swim (swim cycle act I) following the paths of the Kelp Forest maze. This dolphin stays in the Kelp Forest. His travel is an endless loop following his path around the maze.
IF translator used: **" Hi! where do you go to school? I go here. Follow..play..follow"**

2) A **shark** (grey) appears and paces about in front of you and then takes off (swim cycle Act I) allowing you to follow him. He takes off and will travel the kelp maze and then in a complete circle of the open sea and back to the Kelp Forest. This path is looped.
IF translator used: **" Hey! how's it goen and thanks for not running away like everybody else does. I just want to play."**

3) A **small fish** (per decal fish) appears and after a 3 second "dance" travels (swim cycle Act I) the maze and then takes off to the reef. He follows a path in the Reef Habitat which travels through the building ruins and then back again to the Kelp Forest. It is a loop.
IF translator used: **" You called? I hope you did. You did. Didn't you?"**

4) A **little red fish (Red Herring)** appears and dances about. He takes off on a loop about the Kelp Forest.
IF translator used: **" What?"**

SANDY SEA FLOOR:
1) A **Sting Ray** will appear and flip about dive into and out of the sand. He will turn and take off on a swim (swim cycle act I) following the a course about the Sandy Sea Floor and into the Reef area and back again. His travel is an endless loop following his path around the Sandy Sea Floor and the Reef.
IF translator used: **" I heard you were cute..but you really are and I'm not just fishing for a compliment either.**

2) A **shark** (white) appears and paces about in front of you and then takes off (swim cycle Act I) allowing you to follow him. He takes off and will travel the Sandy Sea Floor and then in a complete
circle of the open sea then to the Kelp Forest, then to the reef and back to the Sandy Sea Floor. This path is looped.
IF translator used: **" No run. follow. Name is Gee-Low"**

3) A **Saw fish** appears and after a 3 second "dance" travels (swim cycle Act I) the Sandy Sea Floor and then takes off to the open sea. He circles in and about the ship wreck(s) and back again.
IF translator used: **" You are one weird looking fish..but that's cool.We can hang"**

4) An **eel** appears and dances about. He takes off on a loop about the Sandy Floor.
IF translator used: **" What in the bright blue sea are you? come on..let's play"**

REEF:
1) An **Octopus** will appear and dance about. He will turn and take off on a swim (swim cycle act I) following the a course about the Reef Area and a quick pass to and into the Rocky Cavern and back again. His travel is an endless loop following his path around the reef and the rocky cavern.
IF translator used: **" Greetings. Allow me to show you about. I think that I would enjoy that."**

2) A **shark** (black) appears and paces about in front of you and then takes off (swim cycle Act I) allowing you to follow him. He takes off and will travel the reef and then a complete circle of the Open Sea then to the Kelp Forest, then to the Reef and back to the Sandy Sea Floor. This path is looped.
IF translator used: **" Wha-sup?..c'mon follow"**

3) A **Small fish** appears and after a 3 second "dance" travels (swim cycle Act I) the Reef, circling the Building Ruin and back again.
IF translator used: **" hihihihi hello let's go"**

4) A **cone snail** appears and dances(?) about. He takes off on a loop about the Sandy Floor.
IF translator used: real slow:**" Helllooo. If youuu have the time, I'll shoooow youuu around."**

DEEP CAVERN:
1) An **Octopus (white)** will appear and dance about. He will turn and take off on a swim (swim cycle act I) following the course of the caverns first on the surface and then down level One and then to level Two and then back up to surface. His travel is an endless loop following his path around the rocky caverns
IF translator used: **" I am Ogel..Friend. Follow"**

2) An **unknown fish** appears and paces about in front of you and then takes off (swim cycle Act I) allowing you to follow him. He takes off and will travel the caverns. This path is looped.
IF translator used: **" Burp-hiccup burp"**

3) A **Lantern fish** appears and after a 3 second "dance" travels (swim cycle Act I) to the bottom level of the Caverns and circles the path down there several times and then back again
IF translator used: **" You buzzed?"**

4) Another **unknown fish** appears and dances about. He takes off on a loop about the sandy floor.
IF translator used: **" Did you make that noise?"**

OPEN SEA:
1) A **dolphin** will appear and flip about turn and take off on a swim (swim cycle act I) His travel is an endless loop following his path around the Open Sea.
IF translator used: **" Yippee.Yahooo...Follow Golly that's me"**

2) Another **dolphin** appears and paces about in front of you and then takes off (swim cycle Act I) allowing you to follow him. He takes off in a different path than the one described above.This path is looped.
IF translator used: **" Let's do it..hit it, pal"**

3) A **shark** appears and after a 3 second "dance" travels (swim cycle Act I). He travels fast. It is a loop.
IF translator used: **" vroooooooooom..come"**

4) An **underwater craft** driven by a **Diver with no name**. Stops in front of you waves, turns and then tours all habitats.
IF translator used: **" Hi! I am not a fish but if you'd like to follow me., I'll show you around"**

BACKGROUND ANIMATIONS ACT I
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE

KELP FOREST:
1) A school of tiny fish approach a giant kelp from screen right. They split apart and re-join on the other side. The fish turn around reform as a big happy face. They regroup and swim away
2) Shafts of light move slowly. Swaying giant kelp, a fish approaches (right to left) swaying in time with the plant sway.
3) Two sharks chasing each other around in circles around a plant.

SANDY FLOOR:
1) A ballet, of sorts, of floating Sting Rays traveling in unison like the Blue Angels.
2) A diver and a dolphin chasing each other in looping circles.
3) A Mini-Sub from screen left moves across, stops and slurps up a plant and heads out disappearing in the fog.

REEFS
1) By a wall of brightly colored coral, a section of it suddenly move and swim away. It turns out to be some fish that have mimicked the coral. They switch color from bright red to white as they swim away.
2) What appears to be a stone, turns out to be a stone fish and swims away.
3) In a brightly colored coral reef, a section swims away. It is an octopus . It's color changes from the yellow of the coral to black.

DEEP CAVERNS
1) A blue bioluminescence passes by (little bright blue triangles with white highlights). They move from screen right diagonally until center screen and go straight up and disappear.
2) A couple of swirling lights in the background and they disappear
3) A deep sea claw craft passes by with search lights in front. The craft is followed by a bunch of unknown fish.

OPEN SEA
1) Two mini-subs are chasing each other in a circle.
2) Like the Blue Angels; a school of dolphins in the background maneuver about and then disappear.
3) By the Shipwreck, two skeletons dance about and then disappear.

OBSTACLES ACT I
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE

KELP FOREST:
1) A shark bumps into a giant kelp plant and it leans over allowing just enough room to pass.

SANDY FLOOR:
1) Sting ray dives into sand and a couple plants fly towards you.

REEFS
1) An octopus swims by from one direction another one comes in from another. If you bump into one (inevitable) they squirt ink and visibility is off for about a second.

DEEP CAVERNS
1) A mini rock slide.

OPEN SEA
1) Three sharks pass in front,allowing just enough room to pass.

DIVER MONOLGUES ACT I
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE

KELP FOREST:
1) John and Lucille Sudak swim up to you. John from the left and Lucille from the right. They bump heads turn and face you.
JOHN: "This place is amazing!"
LUCILLE: "Yeah, it's a maze alright. Check your compass bearings now because if you get lost later, you can just head back to those coordinates and end up right back here."

2) John Sudak, the diver, swims in from the right and bumps into a plant. He backs up turns and bumps into another one and then turns around and faces you and says:
JOHN: "I just found out that two wrongs don't make a right but that three lefts do."

3) Lucille Sudak emerges from behind a plant and circles the "trigger-point" to act II plant
"You really should take a closer look at some of these plants. They're so, so plant-like. Check em out at the Science Center."

SANDY FLOOR:
1) Ray Manta, a diver with his back facing you, turns quickly towards you and says: **"Oh it's you. I was hoping you were a fish. Now there's nothing wrong with being you. I just hoped you were a fish. That's all."**

2) Ray comes swimming forward from the fog...
" I'm sure you already know this but be careful of what you touch around here. Think of it like being in the fish's living room. I mean you wouldn't go around knocking over chairs and tables in someone's living room would you? A-maybe you would, I don't know but a fish.. he wouldn't. That's for sure."

3) A weird unknown fish comes swimming into view and dives under a group of rocks next to the trigger-point brick to act II. Ray Manta is following. He looks up and says: **"Did you see that? What was it? Where did it go? Too many questions!"**

REEFS
1) Pepper (on a PPU) comes racing in to a screeching halt in front of you.
PEPPER: "I just found out that the four fastest fish are the Swordfish, the Marlin, the Bluefin Tuna and the Wahoo but they haven't raced me yet!..Well, of course I'm not a fish but I bet I could beat 'em anyway." (Takes off real fast and disappears)

2) Mama, as a diver is sitting, amongst the colorful reef . It's almost hard to see her until she floats up a bit. She waves and says:
MAMA: "Oh hi! I didn't see you from over there. Yikes! I didn't see them either"
(A school of fish appear from in front of her (same color as coral) and swim towards you "**Or you!**"followed by an octopus (same color as coral) and a shark (white) "**And I know I didn't see you!"** (Mama hops up and takes off in a jiffy!) The shark heads right towards you and steers slightly to the right.

3) Papa comes swimming into the scene with a school of tiny fish behind him. Every time he turns his head, the fish go to the opposite side (where he is not looking)
PAPA: "I'm still looking for thee perfect anchovies to make my pizzas. No luck yet but I'll tell you one thing: Do not..and I repeat: DO NOT put a Puffer Fish on a pizza. It's no good for the fish or for the pizza."

DEEP CAVERNS
1) O.V. only from a craft from ahead (Infomaniac):
Lights blinking on and off until craft comes into view."**Hoho! is this dark or what? There's two other levels...Look for the tunnel that leads you down. uh, it's over there someplace."** He takes off into the dark and disappears.

2) O.V. Only / from craft ahead (Pepper):
"Hi! It's always good to see a familiar face. I was just down this tunnel and I just saw the weirdest...uh...I don't even know what it was but there it is again!"
(Unknown weird fish swims by.) "**Hey! Fish dude, wait for me! "**(Takes off after the fish into the dark).

3) O.V. Only / from craft ahead (Mama):
"I'm so excited. I must tell someone and happily enough you're here.I just discovered that if you click on a plant or a fish or something it will change depending upon what you're driving. Click and change a fish, but the catch of the day is: You have to see it and I can't see two bricks in front of me down here. I'm heading out to some brighter spots. See ya later! Are you still out there?"

OPEN SEA
1) Ray Manta (as a diver) **:**
"Ya know...I just can't stay dry down here no matter what kind of deodorant that I try."

2) Plastic Pete (in a mini-sub):
"Dr. Gil Philter from the science Center tells me that the fastest fish around live in these parts so I'm going to challenge one of ...Hey!, there's one now!" (A fast swimming shark appears and Pete takes off in hot pursuit. Both are too fast to catch up to and they disappear into the fog.)

3) Papa (as a diver):
"Here fishy, fishy. Here fishy fishy (School of tiny fish are always behind him where ever he turns). **Anchovies! come to Papa, anchovies...I'll make everybody one nice pizza if you show up"**

DIVER RESCUE ACT I
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE

KELP FOREST:

1) O.V. Only (Nick Brick): "**Emergency. Emergency (SFX: Morse code: dit dit dit-dash dash dash- dit dit dit)...diver down in the Kelp forest. Needs help. North end of the forest. No known compass coordinates..Be on the look-out. If you find him...help him and I'm sure he'll thank you. "**

BILL DING (as a diver) is under a pile of plants.
"Am I ever glad to see you. If you could just grab one or two of these plants here, I'd be very grateful."

If you click on the plants: an animation of the plants returning upright and Bill Ding hopping up and saying:
**"Yup. I'm grateful alright. Thanks! And for saving me. I'm going to tell you about a secret place that you can go to. It's in the Open Sea.The old shipwreck..
You probably know about the old ship wreck but what you didn't know, which is why it's a secret, is that If you find and click on a brick that's near the anchor. It opens a secret room. It's a white brick...no, actually it's red one...ahh, I can't remember but it's a brick alright and it's right by the anchor. You can't miss it!"**

If you do not click on the plants, he says:
"Well, I suppose I could stay here for a while. Nice view!"

SANDY FLOOR:

1) A headless diver (Gideon Worse) is swimming about near a tunnel entrance to the Caverns. An off camera (V.O. only) voice speaks: "**Help! over here...my head was knocked off by a shark. Give me a hand..No, I mean find my head...I mean find my body...I'm the head. I rolled into a tunnel someplace. It's dark... I'm getting scared and I need the rest of me. click on my head when you find me!"** (the head is located in the deep caverns #1)

REEFS:

1) Ray Manta, as a diver, is stuck with a brick on his flipper. He struggles and as you approach, he says:
"Well- am I ever glad you came by. I'm running out of power on my power gauge and I'm running out of patience. I can't get this brick off my flipper. Could you give me a hand here...Here, I'll push if you could just grab it and oooof!"

If you click on the brick: an animation of the brick rolling away and off screen disappearing and Ray swims around in circle and says:
"I'm as happy as a freshly fed fish. Thanks, pal!

If you don't click on it, Ray stops and says:
"I'll bet if you were a fish and I asked, you would help me."

DEEP CAVERNS:

1) a divers head is in a corner speaking, as the diver's body is roaming about the sandy sea floor (see SANDY SEA FLOOR #1). The head is by the tunnel and says:
"Hey..here...it's me ..the head! Help!"
If selected will roll back and pop on body.
If not selected the head shouts at you: **"Well at least scratch my head for me. It itches real bad"!**

OPEN SEA
1) A Claw Vehicle is stuck : **"I feel kind of embarrassed but-uh- I'm stuck. I ran out of power. Could you click on my craft to jump start it so I can make it back to the Science Center to Power up again".**
If clicked on: it starts up figure waves and it takes off into the dark.
If not clicked on:**"Well, it's not the worse place to be stuck I guess. I mean I could be on the highway near the mall I suppose".**

FISH TRANSLATOR ACT I
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE

Click on the fish translator and a registration/target appears. Aim your craft in position and click again. If it works (sometimes) the fish will turn and an O.V. **(Fish Translator voice [Voice of Erin-Kate Whitcomb] or Robin Williams**) will speak...the translator will work:

KELP FOREST:
1) Dolphin:
1) SFX of dolphin squeal followed by the O.V.
"Play, play . Play...follow."
2) SFX of dolphin squeak followed by the O.V.
"Shiny things. Bad. No eat no. Shiny things, bad"
3) SFX of dolphin squeal followed by the O.V.
"Aah.. Float...Warm...Nice"
4) SFX of dolphin squeak followed by the O.V.
"Water wet? Why?"
5) SFX of dolphin squeak followed by the O.V.
"Why shiny?"
6) SFX of dolphin squeak followed by the O.V.
"I am not a fish! I am a mammal!"
7 SFX of squeal followed by the O.V.
"I wish you knew how to communicate. Even if all you could say was:play, play or please scratch me or gee, I am hungry. Maybe someday you will."

2) Little Fish:

1) SFX "bloop" followed by the O.V.
"Seaweed-hmm Plankton- hmmm, good. Sand phoowee. Plant seed good, yum. (repeat)**"**

2) SFX of "bloop"followed by the O.V.
"No no no! Don't eat me. Don't eat me."

3) SFX of "bloop"followed by the O.V.
"What was that? Oh, geez. What was that?"

4) SFX of "bloop"followed by the O.V.
"Hmmm, warm. No, cold now. Warm here."

5) SFX of "bloop"followed by the O.V.
"AAAAGH! What are you?"

3) Shark:

1) SFX of ominous chord followed by the O.V.
"I come. They run . Why? I think I'm sad now."

2) SFX of ominous chord followed by the O.V.
"I am bad, I am bad...oh,yeah...I'm bad."

3) SFX of ominous chord followed by the O.V.
" Hungry...Whose food?"

4) SFX of ominous chord followed by the O.V.
" I believe that I am greatly misunderstood."

3) School of Fish:

1) trigger animation of school breaking up and forming a big shark shape
"look big-think big..not working not working."

they scatter
"come back come back hurry back"

They regroup
" stick together don't go stay together"

SANDY FLOOR:

1) Sting Ray:

1) SFX followed by the O.V.
"You are cute Are you married?

2) SFX followed by the O.V.
"Itch..itch..scratch wings. Please scratch wings"

3) SFX followed by the O.V.
"Look at me. I am beautiful. Do not hate me"

2) Saw Fish:

1) SFX followed by the O.V.
"Why don't you have a saw?"

2) SFX followed by the O.V.
"Man, you are one weird looking fish."

3) SFX followed by the O.V.
"I am the most courageous thing that floats. I am not afraid of you."

3) Shark:
1) SFX of ominous chord followed by the O.V.
"May I eat you?"
2) SFX of ominous chord followed by the O.V.
"Will you race me?"
3) SFX of ominous chord followed by the O.V.
"Are you food?"

REEFS
1) Octopus:
1) SFX followed by the O.V.
"Are you a food or a friend or a higher life form that can explain quantum physics to me?"
2) SFX followed by the O.V.
"Very unusual. I can't see any of your tentacles. How do you eat?"
3) SFX followed by the O.V.
"I like my arms. I like me. I feel pretty."

2) Small fish:
1) SFX followed by the O.V.
"Do not and I repeat do not ever try to eat a cone snail. No fun. No fun."
2) SFX followed by the O.V.
"I'm not gonna move. I'm not gonna move. I'm just a rock. Go away."
3) SFX followed by the O.V.
"Please do not eat me. Do not eat me. I taste bad. Do not eat me."
3) Shark:
1) SFX of ominous chord followed by the O.V.
"Are you available for dining?"
2) SFX of ominous chord followed by the O.V.
"There it has happened again...where do they go?"
3) SFX of ominous chord followed by the O.V
"A comrade, perhaps? Shall we race, or shall we dine?"

DEEP CAVERNS
1) Octopus:
1) SFX followed by the O.V.
"Is it dark or is it just me?"
2) SFX followed by the O.V.
"Good Evening or is it morning? Who can tell. Does it matter?"
3) SFX followed by the O.V.
"Unidentified living form with no tentacles approaching. Should I flee?"
4) SFX followed by the O.V.
"Content, bliss, happy. I like to think. Crawl in a dark cave and just think."

2) Lantern fish:
1) SFX followed by the O.V
"Brrrr...cold enough for you?"
2) SFX followed by the O.V.
"So. What are you looking at?"
3) SFX of ominous chord followed by the O.V.
"Hey... don't sneak up on me like that. I nearly blew out a light!"

3) Unknown Fish:
1) SFX followed by the O.V.
"Maresy doats and dosey doats. Dog my cats and cats my dogs.."
2) SFX followed by the O.V.
"AaaaaCk! This can't be real!?"
3) SFX followed by O.V.
"YIKES! It's moving! You <u>are</u> real!

OPEN SEA
1)Saw Fish:
1: "**Slow-slow-move over."**
2: "**Nothing slows me down. I move faster than water. What a wimpy swimmer you!"**
2) Dolphins
1: "**Weeeeeeeeee! Fly ride..Busin'"**
2: "**Follow fast. Fun follow."**
3) Sharks
1: **"Da-dum da-dum. Check it out! "**
2: "Just try it. Go ahead, I'm ready!"

WHEN THE FISH TRANSLATOR DOESN'T WORK (sequential responses/appears randomly):

1) SFX electronic sproings **"Error code 40. Whoop-whoop ding."**
2) SFX clatter **"It dropeth down** (boing) **like the gentle rains from** (crackle) **upon the place beneath. Error. Error. Application not available."**
3) SFX a series of electronic splooshes and dings "**Does not compute. Can not compute. Will not compute...operator error...operator error"**
4) SFX the telephone ascending notes"Boo dee dah **"I'm sorry. Due to technical difficulties, the fish translator is temporarily out of service. Please try your call later."**
4) SFX busy signal **"Please deposit 25 cents."**
5) SFX crackle**"Here ye-triton of the minnows..(crackle sputter) languageless.."**
6) SFX busy signal **INFOMANIAC:"Hello...hello uh-it's me..I'm still working on this thing and it should work better soon."**
7) sputter SFX: **"you muddy rascal,how green you are and fresh to this old world..bebep beep error..Is his hat worth a head? beep beep."**

WHEN THE FISH TRANSLATOR MISSES OR IF NOTHING IS THERE (sequential responses):

1) SFX ricochette SFX **"Help...I'm a rock"**
2) SFX ricochette SFX **"I'm a plant...go away!"**
3) SFX ricochette SFX (soft whisper) "**Ssaaaannnd...**"
4) SFX busy signal

RACE COURSE / ACT I
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE

A checkered flag sits in the Sandy Sea Floor right by the Rocky caverns. If you select the flag, a series of animations are triggered:

1) A quick build of the viewing stands (from LEGO Island Race Track). Immediately and rapidly: An octopus, two divers (John and Lucille Sudak), a dolphin, and a shark come racing in and sit down.

2) Plastic Pete in his Mini- Sub racer comes barreling into the scene. The crowd applauds. Some boo.
PETE (pulls up close to you and says)**:**
"If you're steady and if you're ready, follow me."
He pulls back, turns around and is partially in front of you to the right.

3) A tunnel door opens up on the in the rock face dead ahead in front of you (the stands are to your left at an angel, Plastic Pete is in front of you to the right.) Inside this opened doorway is a colorful LEGO brick constructed archway. A diver swims out. It is the Infomaniac:

INFOMANIAC:
"Ladies and gentleman and fish of all ages. Welcome to one plastic, fantastic race. You know the rules. At least I hope you do, because I keep forgetting them. Oh, no, here they are (A large book appears) **Ahem..Number 1: Click on the flag. Oh, you already did that. Oh, here it is: Follow the course as fast as you can. Follow your map! There are two flags at each point in the race. A red one for Plastic Pete and a white one for you. Click on it when you see it. Click on flag number one then find flag number two and click on it, and etcetera, etcetera."** (He holds up a flag with a number on it. It disappears) **"Be there first and finish first and you'll win. It's that easy. Well, it's not all that easy but you'll get the idea."**

(The book disappears, Infomaniac turns around and swims away.).He turns and says:
"Go when you hear the starting horn." (He produces a bull horn and "**BLAP**" SFX starts the race).

At "**BLAP**" race begins.
OV / Voice only, Over the radio: **Remember: Go for the flag marked #1 and click on it."**

OBSTACLES
Caverns: Octopus, Giant Octopus, mini Rock Slides, Skeletons, Ghosts, Mini-Subs.
Sandy Sea Floor: Manta rays, loose Plants fly up, swirling currents like tornadoes.
Reefs: Sharks, Rock Slides, Divers.
Kelp Forest: Falling Plants, Dolphins.
Open Sea: Dancing Skeletons (shipwreck), Saw Fish, Sharks and Dolphins, quick build of stuff..

NON-LOCATION SPECIFIC: Papa with school of fish behind him. He's looking all over. Everytime he turns his head, the fish go to the opposite side

VOICE OVER ONLY
When Plastic Pete passes you, he taunts you.
1) **"Yeah...you swim like a fish alright... Sushi!"**
2) **"Looks like your racer needs a tuna-up .** (Laughs) **Tuna. I crack myself up! Hey, I'll bet you'll crack yourself up soon too.** (laughs)"
3) **" Balk, balk, balk.Hey, chicken of the sea. Move over!"**

At the finish line, when you approach, fish and divers pace you in by swimming in front and along side. You select the end flag.

If you win:

INFOMANIAC:
"And not that I'm the least bit surprised, but you just beat the bricks out of the former champion, Plastic Pete Pesca, thus making you the present day champion of the races! Congratulations! Here, I'll pose for a photo holding your trophy..that is if you have a camera. (Infomaniac stands in front of the viewing stands holding your trophy. Your name or the name of this game in the registration book pops into place.)
Plastic Pete pulls up:
It was-uh- a pretty good race. My helmet was a little too loose though. I'll bet if I get a new one, I'd win. Try again when I don't have a cold and I'll win!

If you lose:

INFOMANIAC:
Ohhoho, man! did we ever have fun watching that! You ran an excellent race against a tough opponent. Back in the stands, we were all shouting that you may want to try a different vehicle next time. You didn't win but you still looked good!

Plastic Pete pulls up:
Hey..next time you're up for being beaten senseless again..look me up

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BUILDING RUINS/ REEF ACT I
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE

Exterior and real time Building Ruins
1) Some Doors and windows swing open. Some have Sharks and Dolphins coming in and going out.
2) Lights in windows appear to come on. A silhouette passes by through the window. Light turns off.

One of the sections of the building ruins is an old partially deconstructed real time **restaurant**. There are tables, umbrellas and chairs.

1) Two divers (**John and Lucille**) swim in and sit down at the table. An octopus as a waiter shows up. He has a tray in one tentacle, a towel over another, a mug in another, a menu (no text) in another. He hands the menu to John.

John: I'm so hungry I could eat a sea horse. I can't decide what I want though hmmm...Let's see..either the peanut butter and jelly fish or a submarine sandwich or...(interrupted by Lucille)

Lucille: What's this restaurant called?
JOHN: The Dive Inn
LUCILLE:You know there's no restaurants at all by the Sandy Sea Floor.

John: Oh, you can always eat the sand which is there.

SFX: drum roll
a fish swims by.. John and Lucille both point. The fish stops.

John: Oh, I'll have him (he points)

Fish stops turns and looks at John then turns and looks at you and **"Gulps"** He takes off real fast. Everybody swims away...after the fish.

---

2) Some little fish, a saw fish, a dolphin and a shark are swimming around in circles. IF you click on the **FISH TRANSLATOR,** an animation is triggered....
The fish, dolphin and saw fish take to the chairs, The infomaniac (as a diver) comes swimming in and takes a chair...a drum roll starts and an O.V. says:

RADIO GUY(ov only): Ladies and gentlemen and fish of all ages: (spot light swirling on the floor by tables) **Welcome to the *Dive Inn Lunch Theatre show*... There is a two minnow minimum but let's begin our show.. to entertain you tonight, all the way from the North Sea...Sharky Green.. Sharky needs no introduction but since I already gave him one ...How 'bout giving him a hand..make that a fin.. Make it two fins and I'll give you change.**
applause SFX. Out swims a shark. A microphone stand with a mike pops up

SHARKY: **Thankyou. Thankyou. Is this a great place or what? I've played in some dives before ...and what an audience! I'll tell you last nights crowd stunk. They smelled like fish!** (drum roll) **hey, but who doesn't ..Hey, Come on that's funny...what is this the Dead Sea?**
come on, I'm doing my current material (drum roll) **current material ? I'm on a roll now..better than being on a bagel like that salmon in the back will be..hey, but I kid..**
Music crescendo (as in end of act) everybody swims away. mic pops away. shark swims in circle.

Another section of the ruins is an old swimming pool. There is a locker nearby as a hotspot.
1) The pool section:
three sequential triggered animations of a dolphin diving off the board
1) swan dive 2) flip/twist 3) funny walk off
2) LOCKER HOTSPOT:
select the locker and **skeleton** opens locker and says:
This be Davey Jones locker and this be Davy Jones gym socks (holds up some sox).
Sniff-sniff WHEW! He passes out and the door closes.

On one of the exterior walls, there is a door. This door is a hotspot. When selected, a screen switch will occur to pre-rendered screen.

2) Pre-rendered screen(s)
HOTSPOTS:
screen one 1) A build GUI (of sorts) sits in the main screen. Select and drag the button down to the build area and a quick build occurs. The model can be rotated, colored and once completed can be used as a hotspot.
model 1: a music making machine (fantastic- like pipe organ of shells coral and bricks)
model 2: a music contraption (percussion)
model 3: a music machine (funny SFX)
screen 2) Exit/Entrance to outside. windows to real time outside
screen 3) Ancient hieroglyphs and pictographs, when selected, will perform a 2D animation.
click on bricks in wall and they change colors.
A clothes dryer in one corner. Select and it does spin cycle.

SHIPWRECK/OPEN SEA ACT I
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE

OLD SHIP Exterior:
1) Nick swims by from the left. followed by a what shark behind him. Laura comes in from the left. The sharks swallows Nick.
Laura: Nice suit, Nick..Shark skin?
Shark spits out Nick and everyone swims away.

2)Dancing Skeletons and swirling Sharks perform a kind a square dance.

3) In and out of holes, Sharks, Sword Fish, Dolphins chase each other.

HOTSPOT: If you find and click on a brick that's near the anchor, per rescued diver's instructions, it opens a secret room.Switch to a pre-rendered screen.

OLD SHIP Interior/pre-rendered screen. Haunted Captains Quarters
HOTSPOTS:
1) Cabinets, when clicked on, open up and trigger gag animations.
1) A sleeping **Pirate Skeleton** wakes up and says: (snore) "**RRRRRR. I needs me beauty sleep. Shove off!"** and closes the door.
2) A white shark comes tearing out-right at you! Its a ghost! It disappears.
3) The flying LEGOndos (as Divers) come out and do a couple flips, stack on each other and become skeletons. Door closes

MODERN BOAT Exterior
1) NICK BRICK: (Diver swims up)**:**
"Remember this boat? I remember everything, so I remember it. This is the boat you came in on. Don't worry. Everybody made it out O.K.. They're all from LEGO Island. They float! I remember everything. Now if I can only remember my way out of here."Nick swims away.

2) LAURA :(Diver swims up)**:** :
"Hi. Sure, I'm on vacation , but that doesn't stop a good investigative cop like me, or Nick. It was foul play alright. There was a stow-away and, you guessed it, The Brickster. My guess is, he's looking for the legendary Pirates Treasure of Captain Click. I better look into this. (Takes off.) **If you see the Brickster be very careful."**

If you register: you have access to the MODERN BOAT interior / pre-rendered screen . accessible by a hatch cover. Click on it and the screen switches

MODERN BOAT Interior
HOTSPOTS:
1) Cabinets that, when clicked on, open up and trigger gag animations:
1) A box of LEGO Bricks that, when clicked on, will trigger a quick build of a building from LEGO Island. (Building #1)
2) The flying LEGOndos come out as Divers and do a couple flips, stack on each other, and back in again. Door closes.

If you already have LEGO Island : BONUS

A secret storage hatch is available that contains pizzas.
You can take the pizzas and feed them to fish or Divers that show up immediately outside.
Click on pizzas and they are in your hand. Exit room and 1 of 3 animations are triggered:
1) A school of tiny fish swarm about your hand/pizza and devour it and swim off with a 'burp'.
2) A Shark swims up and devours the pizza from your hand. When he finishes the hand is gone but he spits it back in place.
3) John and Lucille Sudak come swimming in and devour the pizza in your hand. Swim off and burp.

TREASURE CHEST ACT I
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE

1)Exterior Area surrounding the Treasure Chest. (Location of Chest changes from game to game.)
1) Electric Eel: If touched, will shock you. You will wake up on the surface platform.
2) Pirate Skeleton appears swinging a broad sword or knives. Deconstructs and vanishes when he gets real close.
3) An Octopus swims up and clings to the chest and hides it. Clicking on it or bumping him will trigger secondary animation of squirting ink. Black out for 5 seconds and Octopus swims away.

2) Treasure Chest as HOTSPOT:
When clicked, will open and reveal inventory of gold coins. You can grab them.

SCIENCE CENTER ACT I
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE

The Science Center is located between the Kelp Forest and the Sandy Sea Floor.

EXTERIOR
Hotspots and Trigger points

1) A Recycle Bin: FIRST TIME APPROACH
An animation is triggered when you drive your vehicle up to the Recycle Flag:
A diver (**TRASH GUY**) comes out and says:
"If you found any trash out there, and want to dump it into our recycling bin, it sure would be appreciated by me and fish alike. Just select the flag and we'll open it up." (Points to flag)

If the flag is selected, he opens a lid covering an underground tank, and says:
"We sort through this junk and make test tubes and stuff. Sometimes the Infomaniac picks up some of this trash and makes art out of it. I don't get it really. I'm no artist. I mean, junk as art? Could happen, I guess.
Anyway pull the line up here, (Points to a line where you stop) **and release your cargo button. It looks like this."** (Holds up the cargo release on your dash board icon).

If flag is not selected: He says: "**No trash? That's actually good, but if you do find any more, bring it back here so we can recycle it. You know soda cans and old tires and stuff like that. Thanks!"**

If the cargo button is selected: SFX of clunking followed by Trash Guy swimming from behind to in front of you:
"O.K. It's cool. On behalf of all the fish and mammals below, thanks!"
Trash Guy is seen swimming away.

1) A Recycle Bin: SUBSEQUENT APPROACH /second time.
An animation is triggered when you drive your vehicle up to the Recycle Flag:
A Diver (**Trash Guy**) comes out and says:
"Hey! Good to see you again! Got trash? We love garbage here. You know that. Click that flag and pull it on up."

If the flag is selected, he opens a lid covering an underground tank, and says:
"Hey you know the Infomaniac was here a while ago. He made a hat rack out of an old tire and some old mop. (Tires and old mop hat rack appears.) **It looks really-uh- creative. Anyway..pull it on up and release your cargo button."**

If flag is not selected, he says: "**No trash? That's actually pretty cool but if you find any bring it back here so we can recycle it. You know, soda cans and old tires and stuff. Thanks!"**

If cargo button is selected, SFX of clunking followed by Trash Guy swimming from behind to in front of you:
"O.K., it's cool and on behalf of all the fish and mammals in the sea..thanks!"
Trash Guy is seen swimming away.

2) A Power-Up station:
HOTSPOT (icon): Click on Power-up flag and SFX and Voice Over Only begins:
Robot-like voice (Erin-Kate): **"Pull your vehicle forward to the line in front. Keep your arms and legs clear."**
SFX: PHOOPS (electronic): **"Your vehicle is now fully powered. Thank you. You may proceed."**

3) Entrance (under model via a "car-port'.)/ there is also a "cat-door" like doorway for placing your samples in nearby...if you have a sample in your hand as a diver (with no access to the normal dash). This is marked by a red dot
An animation of a Diver right by the entrance of the car-port drive. He waves and leads you in towards the entrance. A little fish follows. He selects the porthole and enters. Door closes.

To enter, you select the porthole. It opens and camera moves you closer and into a real time interior

---

INTERIOR (real time model) First time arrival

Building Interior One (Real Time)
First time arrival:
You are greeted by Dr. Gil Philter who is pacing about mumbling something when you enter.

DR GIL PHILTER: (mumbling) **Blue fish, white fish, yellow fin tuna, hmmm oh...red herring perhaps..and** (Stops mumbling, looks up and faces you.) **Oh...I hardly noticed you but I knew you were there. I'm DR. Gil Philter. Some say I have a brain like a sponge, but that would be wrong, you see. A sponge has no central nervous system, therefore no brain so that would be completely inaccurate. I do have a brain, you see and you do too. So go use it... The lab is in the back..click on this** (points to lab door icon) **if you want to go there. I'm too busy now to show you around. If you want to leave here and go back outside...here's the exit to your vehicle** points to the door way and goes back to pacing and mumbling) **green gills and there's blue gills...no, already have blue."**

Hotspots:
1)Entrance to the Lab (backroom): click on and screen switch to pre-rendered..screen1: THE MAP WALL.
2) Exit to your vehicle porthole
3) Flipper hanging up on the wall
4) A tank of helium (labeled with the periodic chart symbol: BIG "H"and little "e" He):
If selected :
DR. GIL PHILTER (in a high voice): "That which you just released is helium. It is lighter than air. It has an atomic weight of 2, Oxygen has 8. Helium makes balloons and my voice rise up. It'll wear off in a little while but knock it off!"

INTERIOR (pre-rendered screens) first time arrival

THE LAB

SCREEN ONE: THE MAP (see MAP animations 2D Document/separate cover: **SEE SCIENCE CENTER INTERIOR HOTSPOT AND MAP ANIMATIONS)**
Dr. Carrie Bean is sitting at the computer. Dr. Wiggley Phinz is looking over her shoulder. they both turn and look up at you

Wiggley:
Hey! you got past the Philter...good move!

Carrie:
Hi.I'm Carrie Bean...Dr. Carrie Bean and this somewhat anxious friend of mine is
Dr. Wiggely Phinz (he waves) **and that map in front of you is the great Phanta-Sea**

Wiggley :
Yeah- Check it out (walks over to the map and pulls a ladder out of his pocket leans it against the wall on the left side of the map and climbs up to where the buttons are while talking. He turns his head towards you when he finally reaches the top).
There's all these places: The Kelp Forest which is like a forest but different and there's the reef and the oh...let me start from the beginning...

CARRIE:
Please do

WIGGLEY: The map here shows 5 habitats

Carrie:
Or places to play

Wiggley :
Exactly...The Kelp Forest, The sandy sea floor, the rocky caverns, the reef and the open sea. (each section lights up when mentioned)
Now these button here (reaches way over and points) **when clicked on will bring up information on the map about the currents, the animals, the temperature, the light and the plants**

Carrie:
Show us how it works, Dr.

Wiggley:
In due time my impatient friend...You See first you've got a choice: Click on this flag (points to the science center flag) **for information that we've gathered up about the sea and then click on one of these for the current** (leans over and points) **the animals** (leans further and is suspended in air)**, the temperature** (points while in air)**, the light** (points) **and the plants** (points , looks down and falls on the floor...slightly deconstructed and on his back).

Carrie:
(jumps up and clicks science center flag **"This is the information about the sea when everything's just fine"** (jumps and clicks on the current button and then back down again) **"and I've selected current to see what the normal state of the current of the sea is."** an animation of the present current state of the Phanta-sea is viewed on the screen.

Carrie (now walking back to the computer, hops over Wiggley who is lying on his back looking straight up) says:
The other flag- the one with the nice face on it is the information that you collect when you explore the sea. This gets pretty important later on if things change out there. To use that one click on the flag with the face and then click on one of the buttons that you want to.

Wiggley:
(still on his back looking up..Map goes back to the default state of geography only)
So...to recap...(turns head to look at you) **Click on the flag for the Science Center and then on one of the buttons OR**
Click on the flag with the face on it for new information that you have collected and then one of the buttons.. say uh listen I'm just going to rest here a while if you need me just click on me and I'll tell you more..otherwise feel free to look around.

Carrie
(gets up from computer and walks over and off screen right) She says as she is walking.
"Click on these arrows here and they'll take you around the room if you'd like."

---

if you click on Dr. Wiggley Phinz on the floor, (start and end position should be the same for each click) he'll turn his head, he'll animate and he'll say:
At click 1)
Why not just check out what the science center flag has to show you about current or animals or temperature or light or plants...I would. You know, here's a tip...if you look at the currents of the sea..you'll know where you can sail about out there. Like if you run out of power..you can hitch a ride on a current that'll take you back to the power-up station...or you could just cruise on a current...

At click 2)
To collect new information about the sea just take your vehicle out and explore. Your vehicle is already equipped with special instruments that are measuring all the conditions...when you come back here..just click on the face flag and then on the thing you want to observe. This will show you the information that you have collected and if there are changes from the normal state.

At click 3)
You know the next time you come here...you can just click on stuff and I'll stop yaking .

click 4) See those lights on top there (arm points.) **if it's green than it's o.k. everything's fine...If it's yellow...something's up. It means caution...but ho boy! if it's red..we've got trouble.Danger! Danger!**

click 5) (laughs) Hey! now cut that out! (laughs)

---

additional hotspots: cabinets
SEE SCIENCE CENTER INTERIOR HOTSPOT AND MAP ANIMATIONS

SCREEN TWO: THE PHOTO DISPLAY WALL
First time entry:
Dr. Carrie Bean is present she is pointing a camera at you and says:

"Say "Sea" (SFX: click) (puts camera down and continues to talk to you) **Haa! gotcha! this is our photo room and here's what's what here.** (points to the screen) **You can check out photos you've taken that is, of course, if you've taken any. You can take four pictures at a time...and you can, well, here- let me show you. I'll just put this picture of you that I just took up on our screen here...**
(Mini-figure head with generic smile and cap on is seen)
Now if I click on it (she jumps up and touches the upper left quadrant of the screen where our photo is and a zoomed in image of the head fills the whole screen) **we zoom in. Cool huh? only catch is you've got to go out there and take some photos for this to work.**
Carrie walks away to the right snapping pictures of you with a camera as she exits.
From the right screen comes
Dr. Wiggley Phinz walking in he waves and says:
I've got it together again. Just walking it off. I'll be fine. Oh! if you want to print your photos...here's the printer (arm comes off and points to it). Wiggley exits stage left

---

SCREEN THREE: THE EXIT / ENTRANCE BACK TO THE OUTER ROOM
First time entry:
Dr. Carrie Bean is present and says:
Here's the exit door back to the main room.(points to the door) If you're leaving now ...not that you have to mind you but when you do...feel free to come back anytime and look around.

If you click on the door, you are back in the real time interior room

(there is a flipper (hotspot) hanging on the wall as well as cabinet hotspots)
SEE SCIENCE CENTER INTERIOR HOTSPOT AND MAP ANIMATIONS

SCREEN FOUR: THE ANALYSIS WALL
First time entry:
Dr. Carrie Bean, DR. Wiggley Phinz and Dr. Gil Philter is present: they are stepping on each others lines:

Philter: The fish is not talking at all . That's just a fluke!
Phinz: That fish is not a fluke. It is a flounder and he is talking...
Carrie: The fish is communicating now whether he's talking is anoth..(interrupted by you)
They all turn and look at you. They wave at the same time and say:
HELLO at the same time.

Philter stomps out to the left and says:
Fish do not talk and that's that. They may communicate but only to other fish..

Carrie walks over to the center and says:
Hi! We were argue..no talking about the fish translator but anyway...this is our analysis room. Welcome

Phinz:
And my favorite playground. Check this out. (As he is talking he takes a ladder out and leans it against the wall. He looks at it and then lies down on the floor)
When you find a cool sample outside or inide and you want to check out .. just click and drag it to the screen here (points) **to check it out under our high powered Phanta Sea computer analysis thingy. You can also check out some of the samples we've collected in our aquariums and stuff just click and drag them over to the screen here.**
Carrie:
What you should pay attention to are the lights up here..if they're green then (interrupted by Wiggley)

Wiggley:
I already explained that in the map screen.

Wiggley gets up and walks away and Carrie walks away as well.
Carrie looks at you and says:
Carrie: "See you later"
Wiggley: "There's that joke again"
Carrie: "What joke?"
Wiggley: "You know see you later...Sea..like Phanta-sea."
Carrie: "oh yeah haha good joke, c'mon.."

additional hotspots: cabinets,
SEE SCIENCE CENTER INTERIOR HOTSPOT AND MAP ANIMATIONS

SCIENCE CENTER
REAL TIME ROOM subsequent entries

When you enter, **Dr. Gil Philter and Dr. Wiggley Phinz** appear to be arguing:

PHILTER: "Don't ask me that question!"
WIGGLEY: "What Question?"
PHILTER: "That one!"

Wiggley puts on a mask and flippers and exits through floor porthole. Dr. Philter returns to a work station and begins to work He does not look up.but says: "
"**(mumble-mumble grunt) Unless you've discovered the cure for the common cold...do not interrupt me now. I'm trying to figure out how to make a bathing suit out of fish scales...Go ahead-if you want to go inside- you know where the lab door is".** (points)

PRE RENDERED SCREENS subsequent arrivals
Screen 1
Dr. Wiggley Phinz is pacing about and looks up when you enter and says:
Let me ask you this: If the current should change direction, do the fish swim in another direction because of the current change or because the current has taken plant seeds in another direction and the fish are following that...or do the (interrupted by **Carrie** who walks in and says:)
CARRIE: Whoa slow down, mi compadre...Even a old fish like you like you has to take a breath of air once in a while...Anyway our friend's here..so how's it going? You remember how to work the map? Click on the normal science data to check out the normal state of things or click on the face flag to check out the changes-if any... and then on one of the ..
WIGGLEY: Hey! tThey get it already!
Screen 2
Dr. Carrie Bean is clicking away at you with her camera when you enter , puts camera down and says: **Hi... I hope you took some cool photos.Let me see.C'mon Let me see. If you did...Let's see! .anyway if you want to print out your photo....click on this** (walks over and points to the printer). **Hey, what am I doing? I'll let you work in peace. Later.** (waves and walks off screen)

Screen 3
Dr. Gil Philter is pacing about and says: Nonsense. **..utter nonsense...a flying fish does not have feathers...Oh there's your exit** (points) **if that's what you want.**

Screen 4
Dr. Gil Philter, Dr. Wiggley Phinz and Dr. Carrie Bean....
They are arguing over an image (2d animation on the screen. of a couple of paramecium looking critters [cartoons)]dancing about)...
Gil: I don't believe you
Wiggley: It's true! I knew a fish that's a doctor.
Carrie: Oh-oh, here we go...Is it a strurgeon?
Wiggley and Carrie laugh. Gil mumbles
(all turn and look at you)**...oh, hi.... Welcome again to the analysis wall. Good to see you .**
Hey, turn that off, will ya? (animation gone)... **If you collected anything we'd love to see it..what cha got?** all characters move to side and stare at screen...if you do not click on anything they walk away. If you do: they all turn around look at the screen and say: **COOL**

CB RADIO/ VOICE OVER ONLY / ACT I
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE

1)
Laura Brick:
Come in, Diver. Come in, Diver. This is the Science Center . Keep your eye out for trash out there and bring it in for recycling. Thanks"

2)
Nick Brick:
Come in, Diver. Come in, Diver. Reports of a stranded diver near the Kelp Forest. Can not confirm. Be on the look out. Over.

3)
Dr. Gil Philter:
Diver, take only photos and and avoid crashing into things.

4)
CARRIE:
Scientist one ..come in..This is a scientist too. If you find any samples and want to have them analyzed...check your dash features... If you're a diver and don't have a dash...I just installed a little door to deposit your samples in by the entrance to the Science Center. It's marked with a red dot. Just thought you'd want to know. Over and out.

5)
INFOMANIAC:
Testing 1,2,3...hello? I don't think this thing is working yet. Now if I just tighten up this (SFX crackle/buzz/pop)

RADIO (optional feature)
MUSIC and VOICE OVER ONLY / ACT I
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE

RADIO GUY:

1) "and you're listening to WH20. Welcome and may I be the first to congratulate you on your fine, fine superfine good taste in selecting WH2O as your radio station for today. WH20: We're not only the best radio station under the Phanta Sea today, we're the only radio station." (insert music song #1 here followed by song #2: loop music)

2) "and now for the weather...It's pretty wet out there and my guess is it may just stay that way all day.The Kelp forest is about 80 degrees Farenhite today. The Sandy sea floor is running about 50 degrees to a high of 60. The Coral reef is reading about a 40 degrees and the rocky caverns is just too cold to say. If you're heading to the rocky caverns...bring your water proof mittens and this has been your weather for today on WH20." (insert song #2 followed by song #3 loop music

3) "Well it looks like Plastic Pete Pesca has won another one at the race track today and he wishes me to remind anyone listening today that he's taking on any and all challengers
....and this just handed to me...I can't really read it though. The hand writing is a little too illegible. Details later and now for some music stylings from my favorite station and yours WH20 ." (insert music song #4 followed by song #1. Loop music)

4) "And this just handed to me...it's a fish..what did you give me a fish for? well, let's go to the phones now..Line one ..you're on the air
CALLER 1: (feedback) wow...am I on the radio?
RADIO GUY: Yes, you are.
CALLER 1: Wow, I'm really on the radio?
RADIO GUY: That's correct...and what can we do for you?
CALLER 1: I'd like to hear a song from Barnacle Bill the Sailor
RADIO GUY: Uh- no...but I will dedicate this song to Barnacle Bill...and you're listening to WH2O (music) "

5) And we're back to the phones..line 2..you're on the air.
CALLER 2 (pirate skeleton): aaaaaar
RADIO GUY: and S. T. U. V. W...H2O..What can I play for you..
CALLER 2: I like to hear a sea shanty..something about whales..something like.." Oh a big ol' whale's been found..He's available by the pound...We found him near Cartinas and we nearly ate em between us." you know...a sea shanty...and I'd like to dedicate it to Ahab.
RADIO GUY: O.k....next caller, you're on the air!
CALLER 3: Yeah..I think you have too much talking and not enough music and..
RADIO GUY: Fair enough and you're listening to WH2O bringing you the top tunes from below. (insert music)

TRANSITIONS TO ACT II
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE

You will trigger the first habitat disaster. The Brickster will cause the others. One of the habitats below will be your trigger spot. The trigger spots are placed far enough into the habitats that you won't trigger them until a significant amount of exploration time (act 1) has elapsed. They (the trigger spots) are not so obvious that they will be triggered just by entering. After exploring about you will trigger act II.

1) You trigger the transition:

KELP FOREST: Trigger point is the knocking over a plant. One plant at one location is the trigger point. If you (as the user) bump into this plant and knock it over ....an animation of a domino effect of one plant knocking over another and so on and so on Z.... 2 looping sharks zip pass you bumping into your craft and making maneuverability a little bit harder.....The Brickster appears (as a diver) and says: **"AHA! I knew you were up to something but I had no idea it was going to be this much fun... so where's the treasure?...c'mon you can trust me... We'll split it.. 50 -50 or 20-20 ... nah...on second thought I need it all. What was I thinking?"** (he produces a stun gun and shoots at you...he misses...he shoots again misses you but hits a shark in front of you, the shark goes belly up and floats up and disappears. . A V.O. over your C.B begins: **"Come in..come in...I mean come in...you should come into the Science center .Your equipment is registering danger...Something's wrong...please return at once to the Science Center.** (SFX: beep beep. dash instruments change erratically..current blinks yellow, temp blinks yellow)

You now have four options:

1) If you stay , The Brickster keep shooting. The CB message above is repeated . The Brickster fires again and will eventually hit your window/ or mask and crack it.The screen then blacks out and you wake up\ on the surface platform (see surface platform: forced return)

2) If you chase the Brickster, he will take off and disappear

3) If you return to the Science Center..Outside an animation of two divers (Dr. Carrie and Dr. Wiggley Phinz) appear and wave you foreword to enter...
Carrie: We got trouble!
Wiggley: Inside...Go to the map wall, we'll figure something out. We'll meet you in there."

4) If you choose to enter another habitat... an animation is triggered where the Brickster triggers the next "condition" (see Brickster triggers).

You have just ended act I and **act II begins**

SANDY FLOOR: Trigger point is the knocking over a rock that covers a vent. One rock at one location is the trigger point. If you (as the user) bump into this rock and knock it over ....an animation of a hot air/smoke bursting from vent that has been uncovered. 2 looping sting rays zip pass you bumping into your craft and making maneuverability a little bit harder.....The Brickster appears (as a diver) and says: **"So this is where the treasure is hidden..Ha! I thought so..O.K. you can leave now** (he produces a stun gun and shoots at you...he misses...he shoots again misses you but hits a sting ray in front of you, the sting ray goes belly up and floats up and disappears. . A V.O. over your C.B begins: **"Danger! danger...please return at once to the Science Center...danger..your instruments are reporting that something's bizarro.."** (SFX: beep beep. dash instruments change erratically..current blinks yellow, temp blinks yellow)

You now have four options:

1) If you stay , The Brickster keep shooting. The CB message above is repeated . The Brickster fires again and will eventually hit your window/ or mask and crack it.The screen then blacks out and you wake up\ on the surface platform (see surface platform: forced return)

2) If you chase the Brickster, he will take off and disappear

3) If you return to the Science Center..Outside an animation of two divers (Dr. Carrie and Dr. Wiggley Phinz) appear and wave you foreword to enter...
Wiggley: We got trouble! With a capital T.
Carrie: Inside...with a capital "i" and you and me...Go to the map wall, we'll figure something out. We'll meet you in there."

4) If you choose to enter another habitat... an animation is triggered where the Brickster triggers the next "condition" (see Brickster triggers).

You have just ended act I and **act II begins**

REEFS: Trigger point is the knocking into a shark that in return is bumped into the reef and a section deconstructs. One shark at one location is the trigger point. If you (as the user) bump into this shark and he , in return bumps into the reef...an animation of an avalanche and rushing water with plant debris floating by. 2 looping sharks zip pass you bumping into your craft and making maneuverability a little bit harder.....The Brickster appears (as a diver) and says: **"Now we're talking! This is more like it..I hereby claim this fun spot as mine so go away!"**
(he produces a stun gun and shoots at you...he misses...he shoots again misses you but hits a shark in front of you, the shark goes belly up and floats up and disappears. . A V.O. over your C.B begins: **"Danger! danger...please return at once to the Science Center...danger..your instruments are reporting back that something's wacky.."** (SFX: beep beep. dash instruments change erratically..current blinks yellow, temp blinks yellow)

You now have four options:

1) If you stay , The Brickster keep shooting. The CB message above is repeated . The Brickster fires again and will eventually hit your window/ or mask and crack it.The screen then blacks out and you wake up\ on the surface platform (see surface platform: forced return)

2) If you chase the Brickster, he will take off and disappear

3) If you return to the Science Center...Outside an animation of two divers (Dr. Carrie and Dr. Wiggley Phinz) appear and wave you foreword to enter...
Wiggley: We got trouble! With a capital T. That rhymes with me and I'm scared...
Carrie: Inside...with a capital "i" ...Go to the map wall, we'll figure something out. We'll meet you in there."

4) If you choose to enter another habitat... an animation is triggered where the Brickster triggers the next "condition" (see Brickster triggers).

You have just ended act I and **act II begins**

DEEP CAVERNS: Trigger point is the knocking into a tunnel wall . One tunnel at one location is the trigger point. If you (as the user) bump into this tunnel wall...an animation of an avalanche blocking the tunnel . 2 looping octopus zip pass you bumping into your craft and making maneuverability a little bit harder.....The Brickster appears (as a diver) and says: **"I get it now. You're blocking the tunnels because this is where you found the treasure and you don't want me to figure that out...well, I did. You didn't plan on me being that insightful now, did you. Well, surprise! I am!"**
(he produces a stun gun and shoots at you...he misses...he shoots again misses you but hits an octopus in front of you, the octopus goes belly up and floats up and disappears. . A V.O. over your C.B begins: **"Danger! danger...please return at once to the Science Center...danger..your instruments are reporting back that something's wacky.."**
(SFX: beep beep. dash instruments change erratically..current blinks yellow, temp blinks yellow)

You now have four options:

1) If you stay , The Brickster keep shooting. The CB message above is repeated . The Brickster fires again and will eventually hit your window/ or mask and crack it.The screen then blacks out and you wake up\ on the surface platform (see surface platform: forced return)

2) If you chase the Brickster, he will take off and disappear

3) If you return to the Science Center..Outside an animation of two divers (Dr. Carrie and Dr. Wiggley Phinz) appear and wave you foreword to enter...
Wiggley: We got trouble! With a capital T. That rhymes with me and I'm scared... Carrie: go Inside...with a capital "i" you, me all of us ...Go to the map wall, we'll figure something out. We'll meet you in there."

4) If you choose to enter another habitat... an animation is triggered where the Brickster triggers the next "condition" (see Brickster triggers).

You have just ended act I and **act II begins**

OPEN SEA Trigger point is the touching and knocking over of an old barrel found at the shipwreck site.. One barrel at one location is the trigger point. If you (as the user) bump into this barrel...an animation of the barrel breaking open and spewing liquid. 2 looping saw fish zip pass you bumping into your craft and making maneuverability a little bit harder.....The Brickster appears (as a diver) and says: **"Party! party! Funny but I don't remember inviting you...Go home!"**
(he produces a stun gun and shoots at you...he misses...he shoots again misses you but hits an saw fish in front of you, the saw fish goes belly up and floats up and disappears. .
A V.O. over your C.B begins: **"Danger! danger...please return at once to the Science Center...danger..your instruments are reporting back that something's wacky.."**
(SFX: beep beep. dash instruments change erratically..current blinks yellow, temp blinks yellow)

You now have four options:

1) If you stay , The Brickster keep shooting. The CB message above is repeated . The Brickster fires again and will eventually hit your window/ or mask and crack it.The screen then blacks out and you wake up\ on the surface platform (see surface platform: forced return)

2) If you chase the Brickster, he will take off and disappear

3) If you return to the Science Center..Outside an animation of two divers (Dr. Carrie and Dr. Wiggley Phinz) appear and wave you foreword to enter...
Wiggley: We got trouble! With a capital T. That rhymes with me and I'm scared...
Carrie: Inside...with a capital "i" ...Go to the map wall, we'll figure something out. We'll meet you in there."

4) If you choose to enter another habitat... an animation is triggered where the Brickster triggers the next "condition" (see Brickster triggers).

You have just ended act I and **act II begins**

Once one of habitats is triggered to act II (previous pages) and you enter anyone of the remaining habitats, you will witness the Brickster destroying the remaining habitats..

The Brickster triggers the transition:

KELP FOREST:
Brickster: "Oh, I've got an idea and a brilliant one at that (knocks over plant and animations as described when you trigger take place)... **Was I right? quite brilliant, yes?** The Brickster now takes off allowing you to follow if you choose to. You will never catch him until act III.

SANDY FLOOR:
Brickster: "Here's a little trick I learned that you might find amusing... (knocks over rock that covers vent and animations as described when you trigger take place)...**Was that cool or what?** The Brickster now takes off allowing you to follow if you choose to. You will never catch himuntil act III.

REEFS:
Brickster: "And now with the help of my lovely assistant (bumps fish that bumps reef and animations as described when you trigger take place)...**Thankyou, Wanda.**The Brickster now takes off allowing you to follow if you choose to. You will never him catch until act III.

DEEP CAVERNS:
Brickster: (in his mini-sub) "**Here, let me help you...just a simple click of the brick and voila!** (bumps wall and animations as described when you trigger take place)...Brickster exits the vehicle and it starts floating towards you...
The Brickster now takes off allowing you to follow if you choose to. You will never catch until act III.

OPEN SEA:
Brickster: (in his claw craft..He picks up the root beer barrel and shakes it) "**Care for a refreshment before I destroy everything ? I don't know about you but deconstruction makes me thirsty."**
(throws the barrel and animations as described when you trigger take place)...Brickster exits the vehicle as a diver and the vehicle starts floating towards you...
The Brickster now takes off allowing you to follow if you choose to. You will never catch until act III.

DASH / Right click on buttons / ACT I
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE

When you right click on the buttons on the dash/ an O.V. only (INFOMANIAC) will speak:

>Temperature, Current, Pressure and Depth gauges (band of 4 dials):
"These are your Temperature, Current and Pressure gauges in order of appearance: left to right. They measure each one of those things mentioned by a horizontal line. If the temperature gets hotter, the line moves up. There is a RED danger area on the top and on the bottom of each thing being measured. If, for instance, the pressure gauge is in the red zone...Leave that area quickly! it means trouble. Come back in a vehicle that can handle that pressure".

>Power Button
"This is your power button...If it' green..your machine is mean..If it's yellow it's getting mellow but if it's Red your power is dead. When it turns yellow it's best to make it back to the science center Power Up spot and click on the flag there. If it's red, you can float back by steering along the currents

>Speed dial
"The dial moves to the right when you speed up and to the left when you slow down. "

>CB Radio
"This is where my voice is coming from...hello! It's just my way of keeping in touch."

>Compass
"This is your compass. North is up. West is to the left. East is to the right and south is, of course, below. So if you need to head North , for instance, steer your craft until the arrow is lined up on the "N" for north and you'll get there."

>Map
"Select this and your map comes down. You may not want it there all the time so select the button again and it goes away."

>Radio
"This is your radio. Click on it to hear WH2O..The hippest radio station under the Sea."

>Camera
" This is your camera. You can take pictures with a camera...duh!..This camera will allow you to take 4 pictures in each habitat visit. Find a cool scene and compose a cool shot. Our resident photographer often suggests finding something cool that's a little off-center and click. You review them at the Science Center and you can print them there too. Then if you go back to the same habitat, you have 4 more shots."

>Fish Translator
"This, I am most proud of...It doesn't work all the time. It is still in beta and all but-uh- well, when it does work just aim for a fish and click on this button with your left mouse button and if all goes well..it will translate what the fish is trying to communicate to you."

>Vehicle contingent button
"If you're driving the mini sub..this is your slurp gun. Find and aim for a sample that you want to bring back...or even water. If you click on the left button of the mouse, and if you aimed well, release and the sample that you want is sucked up into your cargo hold.
If you're driving the claw vehicle than this is your claw control. Press and they move. Release and they stop. They will grab what ever you placed them near."

>Open / Close\ Hatch
"When you have stuff in your cargo hold, click on this with your left mouse button and it'll open the doors and release what ever you have in there. Be careful that you don't have anything in there when you open the door or it'll drop out."

>Warning Lights
"These are your warning lights. They are normally green.. If they turn yellow, it means something is up. Something has changed so be careful...Proceed with caution, RED! danger! hurry back to the center and we'll figure it out together unless you can solve it on your own."

>Horn
"Select this with your left mouse button and it'll honk, of course, but more importantly it'll call over a fish buddy that want's to play. So click the left button when you want to use it."

>Head Lights
"Click with your left button on the mouse and your lights come on. Click again they go off."

>Flipper
"Click on this ..the left button...and you're going outside as a diver. To re- enter your vehicle..click on the hatch underneath."

>Sample to Science Center
"Select this with your left mouse button and any samples that you may have collected will be transferred to the Science Center for you and the doctors to check out in the analysis computer."

Misc. NON- LOCATION SPECIFIC ANIMATIONS/ACT I

1) When your power goes off:
1) Two Dolphins will show up and will push you to the nearest current.
If you click on the translator: "**Help! we help."**

2) Ray Manta shows up with an electric eel
"Well you should get a charge outta this." SFX

2) A fish on a bicycle (as an occasional appearance)
if you click on the translator: **"Well, it's like they always say...I don't know what they always say... in fact I don't even know who they are."**

3) Fish swim in normal, panic and attack mode in acts I, II and III respectively.
4) If a fish eats you..There is an animation of the inside of a fish (2 seconds fades to black and cut to Surface Platform revival animation)
3 variations of: dark, ribs with stuff inside
1) tire 2) little fish 3) a light and a skeleton sitting there reading a book (no text)

END OF ACT I

CHARACTERS / VOICES NEEDED:

INFOMANIAC.....PATRICK HAGAN
PIRATE/SKELETON.....PATRICK HAGAN
also Caller 2 on the radio

BRICKSTER: .....DAVID LANDER
GIDEON WORSE.....DAVID LANDER
SHARKY GREEN.....DAVID LANDER.

MAMA BRICKOLINI.....JUNE FORAY
LUCILLE SUDAK.....JUNE FORAY

BILL DING.....TERRY MCGOVERN
RADIO GUY.....TERRY MCGOVERN
PLASTIC PETE PESCA.....TERRY MCGOVERN

PEPPER: .....JOHN MORRIS

NICK BRICK.....DOUG BOYD
JOHN SUDAK .....DOUG BOYD
CALLER 3.....DOUG BOYD

PAPPA BRICKOLINI.....RALPH PEDUSTO

DR. CARRIE BEAN. .....CHRISTINA ROBBINS

DR. WIGGLEY PHINZ .....TOM LEHER or.....TBD

DR. GIL PHILTER..... FRANK HOUSMAN
(or Martin Mull)
CALLER 2.....FRANK HOUSMAN
(or Martin Mull)

LAURA BRICK.....ERIN-KATE WHITCOMB
TRASH GUY.....ERIN-KATE WHITCOMB
FISH TRANSLATOR VOICE.....ERIN-KATE WHITCOMB
(or Robin Williams)

RAY MANTA.....WES JENKINS

CAT: minor (PURR) .....SFX
FLYING LEGONDOS.....SFX

ACT II

attached